

Michaela Dano

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EDUCATION:

University of Georgia - Athens, Georgia

December 2023

Bachelor of Science in Computer Science & Certificate in New Media

Honors: Cum Laude

RELEVANT COURSES:

- Mobile Software Development
- Systems Programming
- Web Programming
- Computer Graphics
- User Experience Strategy
- Software Engineering

TECHNICAL/NON-TECHNICAL SKILLS:

- Java, JavaScript, C++, HTML/CSS
- Figma, GitHub, WordPress, Blender
- ReactJS, Three.js, JavaFX
- SQLite, Firebase, MongoDB
- VS Code, Android Studio, Emacs
- Beginner Tagalog

PROJECTS:

3D Isometric Room

Frontend/Game Developer

December 2023

- Developed a dynamic 3D isometric room, allowing for real-time manipulation of lighting, furniture colors, and particle systems.
- Crafted furniture models with Blender and leveraged C# and Unity's functionalities to design a user interface.

Roommate Shopping App

Collaborator/Fullstack

November 2023

- Engineered an application that enables seamless sharing of a shopping list among roommates, allowing for item status updates and individual item pricing, accomplished with Java, Android Studio, and Firebase.
- Facilitated roommates with efficient financial management and simplified reimbursement processes.

State Capitals Quiz

Collaborator/Backend/Database

October 2023 - November 2023

- Collaborated with a partner to develop a quiz game application using Java and Android Studio.
- Leveraged CSV files and SQLite database to manage initial state data, quiz questions, user responses, and results.
- Employed asynchronous tasks for efficient I/O operations.

OTR Solutions Chatbot, Athens, GA

Collaborator / Frontend / Research

August 2023 – December 2023

- Performed initial user research and conducted interviews to identify prospective clients, pinpointed potential queries the chatbot could address, and identified areas for improvement in the sales processes.
- Developed a Tidio sales assistant chatbot for the New Media Capstone and OTR Solutions.

Cinema E-booking System

Collaborator/Frontend/Backend

January 2023 - May 2023

- Built a web-based booking system with a team of four developers using TMDB API, ReactJS, Node.js, Express, and MySQL.
- Combined waterfall and agile methodologies to preplan deliverables and produce an early working version.
- Enabled users to register, view movie information, and book tickets, while also facilitating the administration of movies, schedules, promotions, and user management.

Dawg Watch

Collaborator/Frontend

November 2022 – December 2022

- Collaborated with peers to design an application that facilitates movie searches and provides comprehensive information on movie scores and summaries.
- Planned visual themes and page layouts utilizing Figma, ensuring a cohesive and user-friendly interface.
- Used ReactJS to lead web development and utilized data from TMDB API.

Simple Shell

Systems Developer

November 2021

- Implemented basic functionality for a UNIX shell with C by using low-level system calls, exec, and fork.

Robotics System Learning Kit

Hardware/Software Developer

October 2020 - December 2020

- Assembled a robot and reconfigured its pins to complete multiple obstacles using Code Composer Studio and C++.

EXPERIENCE:

Tate Student Center, Athens, GA

Desk Associate

June 2022 - September 2023

- Trained new coworkers on policies, opening and surveillance procedures, technology, and facility operations.
- Answered phone calls and redirected clients to the appropriate person or department.
- Facilitated services provided by the department and monitored event spaces, poster boards, and offices.

Bookstore, Athens, GA

Retail Associate

September 2021 - December 2021

- Assisted customers in locating items and completed purchases by operating the cash register.
- Organized products and arranged merchandise in appropriate sections.
- Restocked shelves, packaged products for shipping, and maintained backroom and public displays.